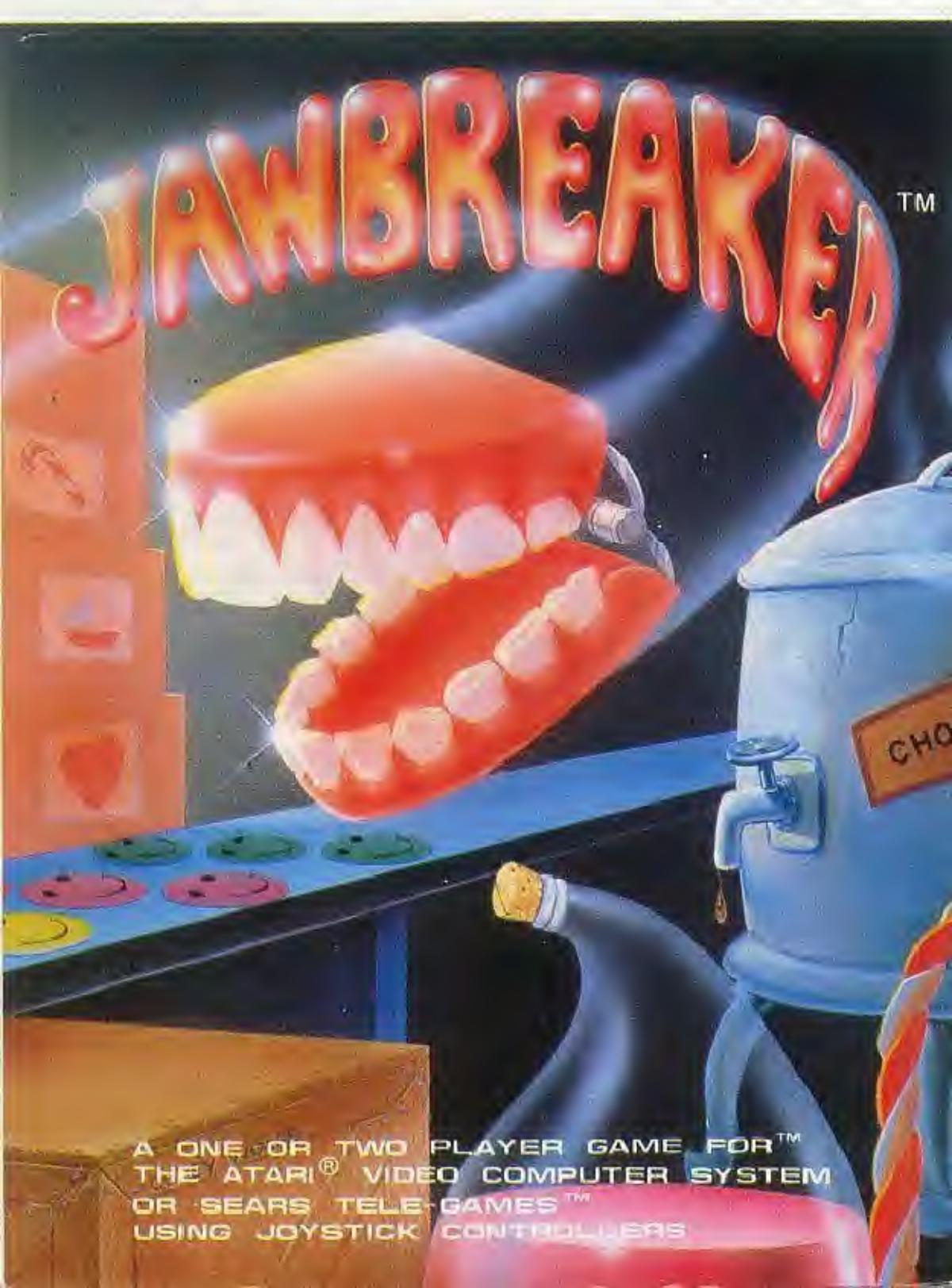


TIGERVISION™

7-002

INSTRUCTIONS



A ONE OR TWO PLAYER GAME FOR™
THE ATARI® VIDEO COMPUTER SYSTEM
OR SEARS TELE-GAMES™
USING JOYSTICK CONTROLLERS

You're in a candy factory filled with candy bars, smiling faces and sliding doors. Score points by munching candy bars as you maneuver through the maze. But watch out for the smiling faces. They'll munch you (exclamation) eat the vitamin pill for the extra energy you need to munch the smiling faces and score bonus points.

INSTRUCTIONS

Use your joystick controllers with this tigervisionTM game cartridge. For a one player game, use the left joystick only. Hold the joystick with the red button to your upper left.

NOTE

Make sure the console unit is turned off when removing or plugging in the game cartridge.

GAME SELECTION

Turn the console unit on. The game number will be displayed in the top right border of the maze. See the game feature chart for the particular features associated with each game number. Press the game select switch to select the desired game number.

SKILL SELECTION

The player skill switches select the speed at which the players' jaws move. Skill B selects normal speed. Skill A selects a slower speed for more difficult play.

STARTING THE GAME

When you are ready to play press the game reset switch. The maze will be filled with nine rows of candy bars. A pair of jaws will appear at the center of the maze for player one. Four smiling faces will appear in other rows of the maze. When you release the game reset switch, the faces will begin to move through the maze. Be quick so they don't catch you.

JOYSTICK CONTROLLER ACTION

You control the jaws with your joystick. Once the jaws start moving, they'll continue to move until they stop at a wall. You can change their direction with your joystick: up, down, left or right. Press the red button on the joystick to stop the jaws. When the red button is released, the jaws will start moving again in the direction they had been going.

GAME ACTION AND SCORING

Scores are displayed at the bottom of the TV screen. In a two player game, the score for player two is below the score for player one. You score points by eating candy bars. There are 135 candy bars in the maze, each worth 10 points, for a total of 1350 points. When you finish all 135 candy bars, you receive a bonus of 500 points and you get your teeth brushed. This completes one frame. A vitamin pill will appear at the center of the maze three times during each frame. After eating the vitamin pill, you'll have a few seconds of extra energy when you can munch the smiling faces. Each face is worth 200 points. The faces turn red, then when your energy is running out, they'll blink red and white before returning to their normal color.

Each player starts the game with three sets of jaws. The number of jaws left is displayed in the top left border of the maze for player one, and in the bottom left border for player two. After completing every other frame, a player gets an extra set of jaws, up to a maximum of three sets. When a player's last set of jaws gets munched, the game is over.

There are eight frames altogether. The number of the current frame is displayed in the bottom right border of the maze. The smiling faces move faster and faster in each successive frame, making it harder and harder to escape them.

GAME FEATURE CHART

GAME NO.	NO. OF PLAYERS	FACE SPEEDS
1	1	FAST
2	2	FAST
3	1	MEDIUM
4	2	MEDIUM
5	1	SLOW
6	2	SLOW

NOTE

The Color/B-W switch is not used in this game. The colors were selected for good contrast when viewing on a B/W TV.

TIGERVISION™

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Printed in Taiwan